

Absorb
{W}{U}{U}
Instant
Counter target spell. You gain 3 life.

Addle
{1}{B}
Sorcery
Choose a color. Target player reveals his or her hand, then you choose a card of that color from it. That player discards that card.

AEther Rift
{1}{R}{G}
Enchantment
At the beginning of your upkeep, reveal a card at random from your hand. If you reveal a noncreature card this way, discard that card. If you reveal a creature card this way, put that card into play unless any player pays 5 life. If a player pays 5 life, discard that card.

Aggressive Urge
{1}{G}
Instant
Target creature gets +1/+1 until end of turn.
Draw a card.

Agonizing Demise
{3}{B}
Instant
Kicker {1}{R} #(You may pay an additional #{1}{R}# as you play this spell.)#
Destroy target nonblack creature. It can't be regenerated. If you paid the kicker cost, Agonizing Demise deals damage equal to that creature's power to the creature's controller.

Alabaster Leech
{W}
Creature -- Leech
1/3
White spells you play cost {W} more to play.

Alloy Golem
{6}
Artifact Creature -- Golem
4/4
As Alloy Golem comes into play, choose a color.
Alloy Golem is the chosen color. #(It's still an artifact.)#

Ancient Kavu
{3}{R}
Creature -- Kavu
3/3
{2}: Ancient Kavu becomes colorless until end of turn.

Ancient Spring

Land

Ancient Spring comes into play tapped.

{T}: Add {U} to your mana pool.

{T}, Sacrifice Ancient Spring: Add {W}{B} to your mana pool.

Andradite Leech

{2}{B}

Creature -- Leech

2/2

Black spells you play cost {B} more to play.

{B}: Andradite Leech gets +1/+1 until end of turn.

Angel of Mercy

{4}{W}

Creature -- Angel

3/3

Flying

When Angel of Mercy comes into play, you gain 3 life.

Angelic Shield

{W}{U}

Enchantment

Creatures you control get +0/+1.

Sacrifice Angelic Shield: Return target creature to its owner's hand.

Annihilate

{3}{B}{B}

Instant

Destroy target nonblack creature. It can't be regenerated.

Draw a card.

Archaeological Dig

Land

{T}: Add one colorless mana to your mana pool.

{T}, Sacrifice Archaeological Dig: Add one mana of any color to your mana pool.

Ardent Soldier

{1}{W}

Creature -- Soldier

1/2

Kicker {2} #(You may pay an additional #{2}# as you play this spell.)#

Attacking doesn't cause Ardent Soldier to tap.

If you paid the kicker cost, Ardent Soldier comes into play with a +1/+1 counter on it.

Armadillo Cloak

{1}{G}{W}

Enchant Creature

Enchanted creature gets +2/+2 and has trample.

Whenever enchanted creature deals damage, you gain that much life.

Armored Guardian
{3}{W}{U}
Creature -- Guardian
2/5
{1}{W}{W}: Target creature you control gains protection from the color of your choice until end of turn.
{1}{U}{U}: Armored Guardian can't be the target of spells or abilities this turn.

Artifact Mutation
{R}{G}
Instant
Destroy target artifact. It can't be regenerated. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.

Assault // Battery
{R} // {3}{G}
Sorcery // Sorcery
Assault deals 2 damage to target creature or player. // Put a 3/3 green Elephant creature token into play.

Atalya, Samite Master
{3}{W}{W}
Creature -- Cleric Legend
2/3
{X}, {T}: Choose one -- Prevent the next X damage that would be dealt to target creature this turn; or you gain X life. Spend only white mana this way.

Aura Mutation
{G}{W}
Instant
Destroy target enchantment. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.

Aura Shards
{1}{G}{W}
Enchantment
Whenever a creature comes into play under your control, you may destroy target artifact or enchantment.

Backlash
{1}{B}{R}
Instant
Tap target untapped creature. That creature deals damage equal to its power to its controller.

Barrin's Spite
{2}{U}{B}
Sorcery
Choose a player and two target creatures that player controls. The player chooses and sacrifices one of them. Return the other to its

owner's hand.

Barrin's Unmaking

{1}{U}

Instant

Return target permanent to its owner's hand if that permanent shares a color with the most common color among all permanents or the color tied for most common.

Benalish Emissary

{2}{W}

Creature -- Wizard

1/4

Kicker {1}{G} #(You may pay an additional #{1}{G}# as you play this spell.)#

When Benalish Emissary comes into play, if you paid the kicker cost, destroy target land.

Benalish Heralds

{3}{W}

Creature -- Soldier

2/4

{3}{U}, {T}: Draw a card.

Benalish Lancer

{2}{W}

Creature -- Knight

2/2

Kicker {2}{W} #(You may pay an additional #{2}{W}# as you play this spell.)#

If you paid the kicker cost, Benalish Lancer comes into play with two +1/+1 counters on it and with first strike.

Benalish Trapper

{1}{W}

Creature -- Soldier

1/2

{W}, {T}: Tap target creature.

Bend or Break

{3}{R}

Sorcery

Each player separates all lands he or she controls into two piles.

For each player, an opponent chooses a pile. Destroy all lands in the chosen piles. Tap all lands in the other piles.

Bind

{1}{G}

Instant

Counter target activated ability. #(Mana abilities can't be countered.)#

Draw a card.

Blazing Specter

{2}{B}{R}
Creature -- Specter
2/2
Flying; haste #(This creature may attack and #{T}# the turn it comes under your control.)#
Whenever Blazing Specter deals combat damage to a player, that player discards a card from his or her hand.

Blind Seer
{2}{U}{U}
Creature -- Legend
3/3
{1}{U}: Target spell or permanent becomes the color of your choice until end of turn.

Blinding Light
{2}{W}
Sorcery
Tap all nonwhite creatures.

Bloodstone Cameo
{3}
Artifact
{T}: Add {B} or {R} to your mana pool.

Blurred Mongoose
{1}{G}
Creature -- Mongoose
2/1
Blurred Mongoose can't be countered.
Blurred Mongoose can't be the target of spells or abilities.

Bog Initiate
{1}{B}
Creature -- Wizard
1/1
{1}: Add {B} to your mana pool.

Breaking Wave
{2}{U}{U}
Sorcery
You may play Breaking Wave any time you could play an instant if you pay {2} more to play it.
Simultaneously untap all tapped creatures and tap all untapped creatures.

Breath of Darigaaz
{1}{R}
Sorcery
Kicker {2} #(You may pay an additional #{2}# as you play this spell.)#
Breath of Darigaaz deals 1 damage to each creature without flying and each player. If you paid the kicker cost, Breath of Darigaaz deals 4 damage to each creature without flying and each player

instead.

Callous Giant
{4}{R}{R}
Creature -- Giant
4/4
If a source would deal 3 damage or less to Callous Giant, prevent that damage.

Canopy Surge
{1}{G}
Sorcery
Kicker {2} #(You may pay an additional #{2}# as you play this spell.)#
Canopy Surge deals 1 damage to each creature with flying and each player. If you paid the kicker cost, Canopy Surge deals 4 damage to each creature with flying and each player instead.

Capashen Unicorn
{1}{W}
Creature -- Unicorn
1/2
{1}{W}, {T}, Sacrifice Capashen Unicorn: Destroy target artifact or enchantment.

Captain Sisay
{2}{G}{W}
Creature -- Legend
2/2
{T}: Search your library for a Legend or legendary card, reveal that card, and put it into your hand. Then shuffle your library.

Cauldron Dance
{4}{B}{R}
Instant
Play Cauldron Dance only during combat.
Return target creature card from your graveyard to play. That creature gains haste. Return it to your hand at end of turn.
Put a creature card from your hand into play. That creature gains haste. Put it into your graveyard at end of turn.

Chaotic Strike
{1}{R}
Instant
Play Chaotic Strike only during combat after blockers are declared.
Flip a coin. If you win the flip, target creature gets +1/+1 until end of turn.
Draw a card.

Charging Troll
{2}{G}{W}
Creature -- Troll
3/3
Attacking doesn't cause Charging Troll to tap.

{G}: Regenerate Charging Troll.

Chromatic Sphere

{1}

Artifact

{1}, {T}, Sacrifice Chromatic Sphere: Add one mana of any color to your mana pool. Draw a card.

Cinder Shade

{1}{B}{R}

Creature -- Shade

1/1

{B}: Cinder Shade gets +1/+1 until end of turn.

{R}, Sacrifice Cinder Shade: Cinder Shade deals damage equal to its power to target creature.

Coalition Victory

{3}{W}{U}{B}{R}{G}

Sorcery

You win the game if you control a land of each basic land type and a creature of each color.

Coastal Tower

Land

Coastal Tower comes into play tapped.

{T}: Add {W} or {U} to your mana pool.

Collapsing Borders

{3}{R}

Enchantment

At the beginning of each player's upkeep, that player gains 1 life for each basic land type among lands he or she controls. Then Collapsing Borders deals 3 damage to him or her.

Collective Restraint

{3}{U}

Enchantment

Creatures can't attack you unless their controller pays {X} for each creature attacking you, where X is the number of basic land types among lands you control. #(This cost is paid as attackers are declared.)#

Cremate

{B}

Instant

Remove target card in a graveyard from the game.

Draw a card.

Crimson Acolyte

{1}{W}

Creature -- Cleric

1/1

Protection from red

{W}: Target creature gains protection from red until end of turn.

Crosis, the Purger

{3}{U}{B}{R}

Creature -- Dragon Legend

6/6

Flying

Whenever Crosis, the Purger deals combat damage to a player, you may pay {2}{B}. If you do, choose a color. That player reveals his or her hand and discards all cards of that color from it.

Crosis's Attendant

{5}

Artifact Creature -- Golem

3/3

{1}, Sacrifice Crosis's Attendant: Add {U}{B}{R} to your mana pool.

Crown of Flames

{R}

Enchant Creature

{R}: Enchanted creature gets +1/+0 until end of turn.

{R}: Return Crown of Flames to its owner's hand.

Crusading Knight

{2}{W}{W}

Creature -- Knight

2/2

Protection from black

Crusading Knight gets +1/+1 for each swamp your opponents control.

Crypt Angel

{4}{B}

Creature -- Angel

3/3

Flying, protection from white

When Crypt Angel comes into play, return target blue or red creature card from your graveyard to your hand.

Crystal Spray

{2}{U}

Instant

Change the text of target spell or permanent by replacing all instances of one color word or basic land type with another until end of turn.

Draw a card.

Cursed Flesh

{B}

Enchant Creature

Enchanted creature gets -1/-1 and has fear #(It can't be blocked except by artifact creatures and/or black creatures.)#

Darigaaz, the Igniter

{3}{B}{R}{G}

Creature -- Dragon Legend

6/6

Flying

Whenever Darigaaz, the Igniter deals combat damage to a player, you may pay {2}{R}. If you do, choose a color. That player reveals his or her hand and Darigaaz deals X damage to him or her, where X is the number of cards revealed of that color.

Darigaaz's Attendant

{5}

Artifact Creature -- Golem

3/3

{1}, Sacrifice Darigaaz's Attendant: Add {B}{R}{G} to your mana pool.

Death or Glory

{4}{W}

Sorcery

Separate all creature cards in your graveyard into two piles. Remove the pile of an opponent's choice from the game and return the other to play.

Defiling Tears

{2}{B}

Instant

Until end of turn, target creature becomes black, gets +1/-1, and gains "{B}: Regenerate this creature."

Desperate Research

{1}{B}

Sorcery

Name a card other than a basic land card. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.

Devouring Strossus

{5}{B}{B}{B}

Creature -- Horror

9/9

Flying, trample

At the beginning of your upkeep, sacrifice a creature.

Sacrifice a creature: Regenerate Devouring Strossus.

Dismantling Blow

{2}{W}

Instant

Kicker {2}{U} #(You may pay an additional #{2}{U}# as you play this spell.)#

Destroy target artifact or enchantment.

If you paid the kicker cost, draw two cards.

Disrupt

{U}

Instant

Counter target instant or sorcery spell unless its controller pays

{1}.

Draw a card.

Distorting Wake

{X}{U}{U}{U}

Sorcery

Return X target nonland permanents to their owners' hands.

Divine Presence

{2}{W}

Enchantment

If a source would deal 4 damage or more to a creature or player, that source deals 3 damage to that creature or player instead.

Do or Die

{1}{B}

Sorcery

Separate all creatures target player controls into two piles.

Destroy all creatures in the pile of that player's choice. They can't be regenerated.

Drake-Skull Cameo

{3}

Artifact

{T}: Add {U} or {B} to your mana pool.

Dream Thrush

{1}{U}

Creature -- Bird

1/1

Flying

{T}: Target land's type becomes the basic land type of your choice until end of turn.

Dredge

{B}

Instant

Sacrifice a creature or land.

Draw a card.

Dromar, the Banisher

{3}{W}{U}{B}

Creature -- Dragon Legend

6/6

Flying

Whenever Dromar, the Banisher deals combat damage to a player, you may pay {2}{U}. If you do, choose a color. Return all creatures of that color to their owners' hands.

Dromar's Attendant

{5}

Artifact Creature -- Golem

3/3

{1}, Sacrifice Dromar's Attendant: Add {W}{U}{B} to your mana pool.

Dueling Grounds

{1}{G}{W}

Enchantment

No more than one creature may attack each turn.

No more than one creature may block each turn.

Duskwalker

{B}

Creature -- Minion

1/1

Kicker {3}{B} #(You may pay an additional #{3}{B}# as you play this spell.)#

If you paid the kicker cost, Duskwalker comes into play with two +1/+1 counters on it and with fear. #(This creature can't be blocked except by artifact creatures and/or black creatures.)#

Elfhame Palace

Land

Elfhame Palace comes into play tapped.

{T}: Add {G} or {W} to your mana pool.

Elfhame Sanctuary

{1}{G}

Enchantment

At the beginning of your upkeep, you may search your library for a basic land card, reveal that card, and put it into your hand. If you do, skip your draw step this turn and shuffle your library.

Elvish Champion

{1}{G}{G}

Creature -- Lord

2/2

All Elves get +1/+1 and have forestwalk. #(They're unblockable as long as defending player controls a forest.)#

Empress Galina

{3}{U}{U}

Creature -- Legend

1/3

{U}{U}, {T}: Gain control of target Legend or legendary permanent. #(This effect doesn't end at end of turn.)#

Essence Leak

{U}

Enchant Permanent

If enchanted permanent is red or green, it has "At the beginning of your upkeep, sacrifice this permanent unless you pay its mana cost."

Exclude

{2}{U}

Instant

Counter target creature spell.

Draw a card.

Exotic Curse

{2}{B}

Enchant Creature

Enchanted creature gets -1/-1 for each basic land type among lands you control.

Explosive Growth

{G}

Instant

Kicker {5} #(You may pay an additional #{5}# as you play this spell.)#

Target creature gets +2/+2 until end of turn. If you paid the kicker cost, that creature gets +5/+5 until end of turn instead.

Fact or Fiction

{3}{U}

Instant

Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.

Faerie Squadron

{U}

Creature -- Faerie

1/1

Kicker {3}{U} #(You may pay an additional #{3}{U}# as you play this spell.)#

If you paid the kicker cost, Faerie Squadron comes into play with two +1/+1 counters on it and with flying.

Fertile Ground

{1}{G}

Enchant Land

Whenever enchanted land is tapped for mana, its controller adds one mana of any color to his or her mana pool.

Fight or Flight

{3}{W}

Enchantment

At the beginning of each opponent's combat phase, separate all creatures that player controls into two piles. Only creatures in the pile of his or her choice may attack this turn.

Firebrand Ranger

{1}{R}

Creature -- Soldier

2/1

{G}, {T}: Put a basic land card from your hand into play.

Fires of Yavimaya

{1}{R}{G}

Enchantment

Creatures you control have haste. #(They may attack and #{T}# the

turn they come under your control.)#
Sacrifice Fires of Yavimaya: Target creature gets +2/+2 until end of turn.

Firescreamer
{3}{B}
Creature -- Kavu
2/2
{R}: Firescreamer gets +1/+0 until end of turn.

Forest
Land
[G]

Frenzied Tilling
{3}{R}{G}
Sorcery
Destroy target land. Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Galina's Knight
{W}{U}
Creature -- Merfolk Knight
2/2
Protection from red

Geothermal Crevice
Land
Geothermal Crevice comes into play tapped.
{T}: Add {R} to your mana pool.
{T}, Sacrifice Geothermal Crevice: Add {B}{G} to your mana pool.

Ghitu Fire
{X}{R}
Sorcery
You may play Ghitu Fire any time you could play an instant if you pay {2} more to play it.
Ghitu Fire deals X damage to target creature or player.

Glimmering Angel
{3}{W}
Creature -- Angel
2/2
Flying
{U}: Glimmering Angel can't be the target of spells or abilities this turn.

Global Ruin
{4}{W}
Sorcery
Each player chooses from the lands he or she controls a land of each basic land type, then sacrifices the rest.

Goblin Spy

{R}
Creature -- Goblin
1/1
Play with the top card of your library revealed.

Goham Djinn
{5}{B}
Creature -- Djinn
5/5
{1}{B}: Regenerate Goham Djinn.
Goham Djinn gets -2/-2 as long as black is the most common color among all permanents or is tied for most common.

Halam Djinn
{5}{R}
Creature -- Djinn
6/5
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#
Halam Djinn gets -2/-2 as long as red is the most common color among all permanents or is tied for most common.

Hanna, Ship's Navigator
{1}{W}{U}
Creature -- Legend
1/2
{1}{W}{U}, {T}: Return target artifact or enchantment card from your graveyard to your hand.

Harrow
{2}{G}
Instant
As an additional cost to play Harrow, sacrifice a land.
Search your library for up to two basic land cards and put them into play. Then shuffle your library.

Harsh Judgment
{2}{W}{W}
Enchantment
As Harsh Judgment comes into play, choose a color.
If an instant or sorcery spell of the chosen color would deal damage to you, it deals that damage to its controller instead.

Hate Weaver
{1}{B}
Creature -- Wizard
2/1
{2}: Target blue or red creature gets +1/+0 until end of turn.

Heroes' Reunion
{G}{W}
Instant
Target player gains 7 life.

Holy Day
{W}
Instant
Prevent all combat damage that would be dealt this turn.

Hooded Kavu
{2}{R}
Creature -- Kavu
2/2
{B}: Hooded Kavu gains fear until end of turn. #(It can't be blocked except by artifact creatures and/or black creatures.)#

Horned Cheetah
{2}{G}{W}
Creature -- Cat
2/2
Whenever Horned Cheetah deals damage, you gain that much life.

Hunting Kavu
{1}{R}{G}
Creature -- Kavu
2/3
{1}{R}{G}, {T}: Remove from the game Hunting Kavu and target creature without flying that's attacking you.

Hypnotic Cloud
{1}{B}
Sorcery
Kicker {4} #(You may pay an additional #{4}# as you play this spell.)#
Target player discards a card from his or her hand. If you paid the kicker cost, that player discards three cards from his or her hand instead.

Irrigation Ditch
Land
Irrigation Ditch comes into play tapped.
{T}: Add {W} to your mana pool.
{T}, Sacrifice Irrigation Ditch: Add {G}{U} to your mana pool.

Island
Land
[U]

Jade Leech
{2}{G}{G}
Creature -- Leech
5/5
Green spells you play cost {G} more to play.

Juntu Stakes
{2}
Artifact

Creatures with power 1 or less don't untap during their controllers' untap steps.

Kangee, Aerie Keeper

{2}{W}{U}

Creature -- Legend

2/2

Kicker {2}{X} #(You may pay an additional #{2}{X}# as you play this spell.)#

Flying

When Kangee, Aerie Keeper comes into play, if you paid the kicker cost, put X feather counters on it.

All Birds get +1/+1 for each feather counter on Kangee, Aerie Keeper.

Kavu Aggressor

{2}{R}

Creature -- Kavu

3/2

Kicker {4} #(You may pay an additional #{4}# as you play this spell.)#

Kavu Aggressor can't block.

If you paid the kicker cost, Kavu Aggressor comes into play with a +1/+1 counter on it.

Kavu Chameleon

{3}{G}{G}

Creature -- Kavu

4/4

Kavu Chameleon can't be countered.

{G}: Kavu Chameleon becomes the color of your choice until end of turn.

Kavu Climber

{3}{G}{G}

Creature -- Kavu

3/3

When Kavu Climber comes into play, draw a card.

Kavu Lair

{2}{G}

Enchantment

Whenever a creature with power 4 or greater comes into play, its controller draws a card.

Kavu Monarch

{2}{R}{R}

Creature -- Kavu

3/3

All Kavu have trample.

Whenever another Kavu comes into play, put a +1/+1 counter on Kavu Monarch.

Kavu Runner

{3}{R}
Creature -- Kavu
3/3
Kavu Runner has haste as long as no opponent controls a white or blue creature. #(It may attack and #{T}# the turn it comes under your control.)#

Kavu Scout
{2}{R}
Creature -- Kavu
0/2
Kavu Scout gets +1/+0 for each basic land type among lands you control.

Kavu Titan
{1}{G}
Creature -- Kavu
2/2
Kicker {2}{G} #(You may pay an additional #{2}{G}# as you play this spell.)#
If you paid the kicker cost, Kavu Titan comes into play with three +1/+1 counters on it and with trample.

Keldon Necropolis
Legendary Land
{T}: Add one colorless mana to your mana pool.
{4}{R}, {T}, Sacrifice a creature: Keldon Necropolis deals 2 damage to target creature or player.

Liberate
{1}{W}
Instant
Remove target creature you control from the game. At end of turn, return that card to play under its owner's control.

Lightning Dart
{1}{R}
Instant
Lightning Dart deals 1 damage to target creature. If that creature is white or blue, Lightning Dart deals 4 damage to it instead.

Llanowar Cavalry
{2}{G}
Creature -- Soldier
1/4
{W}: Attacking doesn't cause Llanowar Cavalry to tap this turn.

Llanowar Elite
{G}
Creature -- Elf
1/1
Kicker {8} #(You may pay an additional #{8}# as you play this spell.)#
Trample

If you paid the kicker cost, Llanowar Elite comes into play with five +1/+1 counters on it.

Llanowar Knight
{G}{W}
Creature -- Elf Knight
2/2
Protection from black

Llanowar Vanguard
{2}{G}
Creature -- Dryad
1/1
{T}: Llanowar Vanguard gets +0/+4 until end of turn.

Loafing Giant
{4}{R}
Creature -- Giant
4/6
Whenever Loafing Giant attacks or blocks, put the top card of your library into your graveyard. If that card is a land card, prevent all combat damage that Loafing Giant would deal this turn.

Lobotomy
{2}{U}{B}
Sorcery
Target player reveals his or her hand, then you choose a card other than a basic land card from it. Search that player's graveyard, hand, and library for all cards with the same name as the chosen card and remove them from the game. Then that player shuffles his or her library.

Lotus Guardian
{7}
Artifact Creature
4/4
Flying
{T}: Add one mana of any color to your mana pool.

Mages' Contest
{1}{R}{R}
Instant
You and target spell's controller bid life. You start the bidding with a high bid of 1. In turn order, each player may top the high bid. The bidding ends when the high bid stands. The highest bidder loses life equal to the high bid. If you win the bidding, counter that spell.

Mana Maze
{1}{U}
Enchantment
Players can't play spells that share a color with the spell last played this turn.

Maniacal Rage
{1}{R}
Enchant Creature
Enchanted creature gets +2/+2 and can't block.

Manipulate Fate
{1}{U}
Sorcery
Search your library for three cards, remove them from the game, then shuffle your library.
Draw a card.

Marauding Knight
{2}{B}{B}
Creature -- Knight
2/2
Protection from white
Marauding Knight gets +1/+1 for each plains your opponents control.

Metathran Aerostat
{2}{U}{U}
Creature -- Ship
2/2
Flying
{X}{U}: You may put a creature card with converted mana cost X from your hand into play. If you do, return Metathran Aerostat to its owner's hand.

Metathran Transport
{1}{U}{U}
Creature -- Ship
1/3
Flying
Metathran Transport can't be blocked by blue creatures.
{U}: Target creature becomes blue until end of turn.

Metathran Zombie
{1}{U}
Creature -- Zombie
1/1
{B}: Regenerate Metathran Zombie.

Meteor Storm
{R}{G}
Enchantment
{2}{R}{G}, Discard two cards at random from your hand: Meteor Storm deals 4 damage to target creature or player.

Might Weaver
{1}{G}
Creature -- Wizard
2/1
{2}: Target red or white creature gains trample until end of turn.

Molimo, Maro-Sorcerer
{4}{G}{G}{G}
Creature -- Legend
/*
Trample
Molimo, Maro-Sorcerer's power and toughness are each equal to the number of lands you control.

Mountain
Land
[R]

Mourning
{1}{B}
Enchant Creature
Enchanted creature gets -2/-0.
{B}: Return Mourning to its owner's hand.

Nightscape Apprentice
{B}
Creature -- Wizard
1/1
{U}, {T}: Put target creature you control on top of its owner's library.
{R}, {T}: Target creature gains first strike until end of turn.

Nightscape Master
{2}{B}{B}
Creature -- Wizard
2/2
{U}{U}, {T}: Return target creature to its owner's hand.
{R}{R}, {T}: Nightscape Master deals 2 damage to target creature.

Noble Panther
{1}{G}{W}
Creature -- Cat
3/3
{1}: Noble Panther gains first strike until end of turn.

Nomadic Elf
{1}{G}
Creature -- Elf
2/2
{1}{G}: Add one mana of any color to your mana pool.

Obliterate
{6}{R}{R}
Sorcery
Obliterate can't be countered.
Destroy all artifacts, creatures, and lands. They can't be regenerated.

Obsidian Acolyte
{1}{W}

Creature -- Cleric
1/1
Protection from black
{W}: Target creature gains protection from black until end of turn.

Opt
{U}
Instant
Look at the top card of your library. You may put that card on the bottom of your library.
Draw a card.

Ordered Migration
{3}{W}{U}
Sorcery
Put a 1/1 blue Bird creature token with flying into play for each basic land type among lands you control.

Orim's Touch
{W}
Instant
Kicker {1} #(You may pay an additional #{1}# as you play this spell.)#
Prevent the next 2 damage that would be dealt to target creature or player this turn. If you paid the kicker cost, prevent the next 4 damage that would be dealt to that creature or player this turn instead.

Overabundance
{1}{R}{G}
Enchantment
Whenever a player taps a land for mana, that player adds one additional mana to his or her mana pool of the same type, and Overabundance deals 1 damage to him or her.

Overload
{R}
Instant
Kicker {2} #(You may pay an additional #{2}# as you play this spell.)#
Destroy target artifact if its converted mana cost is 2 or less. If you paid the kicker cost, destroy that artifact if its converted mana cost is 5 or less instead.

Pain // Suffering
{B} // {3}{R}
Sorcery // Sorcery
Target player discards a card from his or her hand. // Destroy target land.

Phantasmal Terrain
{U}{U}
Enchant Land
As Phantasmal Terrain comes into play, choose a basic land type.

Enchanted land's type is the chosen type.

Phyrexian Altar

{3}

Artifact

Sacrifice a creature: Add one mana of any color to your mana pool.

Phyrexian Battleflies

{B}

Creature -- Insect

0/1

Flying

{B}: Phyrexian Battleflies gets +1/+0 until end of turn. This ability may be played no more than twice each turn.

Phyrexian Delver

{3}{B}{B}

Creature -- Zombie

3/2

When Phyrexian Delver comes into play, return target creature card from your graveyard to play. You lose life equal to that card's converted mana cost.

Phyrexian Infiltrator

{2}{B}

Creature -- Minion

2/2

{2}{U}{U}: Exchange control of Phyrexian Infiltrator and target creature. #(This effect doesn't end at end of turn.)#

Phyrexian Lens

{3}

Artifact

{T}, Pay 1 life: Add one mana of any color to your mana pool.

Phyrexian Reaper

{4}{B}

Creature -- Zombie

3/3

Whenever Phyrexian Reaper becomes blocked by a green creature, destroy that creature. It can't be regenerated.

Phyrexian Slayer

{3}{B}

Creature -- Minion

2/2

Flying

Whenever Phyrexian Slayer becomes blocked by a white creature, destroy that creature. It can't be regenerated.

Pincer Spider

{2}{G}

Creature -- Spider

2/3

Kicker {3} #(You may pay an additional #{3}# as you play this spell.)#
Pincer Spider may block as though it had flying.
If you paid the kicker cost, Pincer Spider comes into play with a +1/+1 counter on it.

Plague Spitter
{2}{B}
Creature -- Horror
2/2
At the beginning of your upkeep, Plague Spitter deals 1 damage to each creature and each player.
When Plague Spitter is put into a graveyard from play, Plague Spitter deals 1 damage to each creature and each player.

Plague Spores
{4}{B}{R}
Sorcery
Destroy target nonblack creature and target land. They can't be regenerated.

Plains
Land
[W]

Planar Portal
{6}
Artifact
{6}, {T}: Search your library for a card and put that card into your hand. Then shuffle your library.

Pledge of Loyalty
{1}{W}
Enchant Creature
Enchanted creature has protection from the colors of permanents you control. This effect doesn't remove Pledge of Loyalty.

Pouncing Kavu
{1}{R}
Creature -- Kavu
1/1
Kicker {2}{R} #(You may pay an additional #{2}{R}# as you play this spell.)#
First strike
If you paid the kicker cost, Pouncing Kavu comes into play with two +1/+1 counters on it and with haste. #(It may attack and #{T}# the turn it comes under your control.)#

Power Armor
{4}
Artifact
{3}, {T}: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

Prison Barricade
{1}{W}
Creature -- Wall
1/3
#(Walls can't attack.)#
Kicker {1}{W} #(You may pay an additional #{1}{W}# as you play this spell.)#
If you paid the kicker cost, Prison Barricade comes into play with a +1/+1 counter on it and with "Prison Barricade may attack as though it weren't a Wall."

Probe
{2}{U}
Sorcery
Kicker {1}{B} #(You may pay an additional #{1}{B}# as you play this spell.)#
Draw three cards, then discard two cards from your hand.
If you paid the kicker cost, target player discards two cards from his or her hand.

Prohibit
{1}{U}
Instant
Kicker {2} #(You may pay an additional #{2}# as you play this spell.)#
Counter target spell if its converted mana cost is 2 or less. If you paid the kicker cost, counter that spell if its converted mana cost is 4 or less instead.

Protective Sphere
{2}{W}
Enchantment
{1}, Pay 1 life: Prevent all damage that would be dealt to you this turn by a source of your choice that shares a color with the mana spent on this activation cost. #(Colorless mana prevents no damage.)#

Psychic Battle
{3}{U}{U}
Enchantment
Whenever a player chooses one or more targets, each player reveals the top card of his or her library. The player who reveals the card with the highest converted mana cost may change the target or targets. If two or more cards are tied for highest cost, the target or targets remain unchanged. Changing targets this way doesn't trigger this ability.

Pulse of Llanowar
{3}{G}
Enchantment
If a basic land you control is tapped for mana, it produces mana of any one color instead of its normal type.

Pure Reflection

{2}{W}

Enchantment

Whenever a player plays a creature spell, destroy all Reflections. Then that player puts a white Reflection creature token into play with power and toughness each equal to the converted mana cost of that spell.

Pyre Zombie

{1}{B}{R}

Creature -- Zombie

2/1

At the beginning of your upkeep, if Pyre Zombie is in your graveyard, you may pay {1}{B}{B}. If you do, return Pyre Zombie from your graveyard to your hand.

{1}{R}{R}, Sacrifice Pyre Zombie: Pyre Zombie deals 2 damage to target creature or player.

Quirion Elves

{1}{G}

Creature -- Elf

1/1

As Quirion Elves comes into play, choose a color.

{T}: Add {G} to your mana pool.

{T}: Add one mana of the chosen color to your mana pool.

Quirion Sentinel

{1}{G}

Creature -- Elf

2/1

When Quirion Sentinel comes into play, add one mana of any color to your mana pool.

Quirion Trailblazer

{3}{G}

Creature -- Elf

1/2

When Quirion Trailblazer comes into play, you may search your library for a basic land card and put that card into play tapped. If you do, shuffle your library.

Rage Weaver

{1}{R}

Creature -- Wizard

2/1

{2}: Target black or green creature gains haste until end of turn.
#{It may attack and #{T}# the turn it comes under your control.}#

Raging Kavu

{1}{R}{G}

Creature -- Kavu

3/1

Haste #{This creature may attack and #{T}# the turn it comes under your control.}#

You may play Raging Kavu any time you could play an instant.

Rainbow Crow
{3}{U}
Creature -- Bird
2/2
Flying
{1}: Rainbow Crow becomes the color of your choice until end of turn.

Rampant Elephant
{3}{W}
Creature -- Elephant
2/2
{G}: Target creature blocks Rampant Elephant this turn if able.

Ravenous Rats
{1}{B}
Creature -- Rat
1/1
When Ravenous Rats comes into play, target opponent discards a card from his or her hand.

Razorfoot Griffin
{3}{W}
Creature -- Griffin
2/2
Flying, first strike

Reckless Assault
{2}{B}{R}
Enchantment
{1}, Pay 2 life: Reckless Assault deals 1 damage to target creature or player.

Reckless Spite
{1}{B}{B}
Instant
Destroy two target nonblack creatures. You lose 5 life.

Recoil
{1}{U}{B}
Instant
Return target permanent to its owner's hand. Then that player discards a card from his or her hand.

Recover
{2}{B}
Sorcery
Return target creature card from your graveyard to your hand.
Draw a card.

Repulse
{2}{U}
Instant

Return target creature to its owner's hand.
Draw a card.

Restock
{3}{G}{G}

Sorcery

Return two target cards from your graveyard to your hand. Remove Restock from the game.

Restrain

{2}{W}

Instant

Prevent all combat damage that would be dealt by target attacking creature this turn.

Draw a card.

Reviving Dose

{2}{W}

Instant

You gain 3 life.

Draw a card.

Reviving Vapors

{2}{W}{U}

Instant

Reveal the top three cards of your library and put one of them into your hand. You gain life equal to that card's converted mana cost. Put the other cards revealed this way into your graveyard.

Rewards of Diversity

{2}{W}

Enchantment

Whenever an opponent plays a multicolored spell, you gain 4 life.

Reya Dawnbringer

{6}{W}{W}{W}

Creature -- Angel Legend

4/6

Flying

At the beginning of your upkeep, you may return target creature card from your graveyard to play.

Riptide Crab

{1}{W}{U}

Creature -- Crab

1/3

Attacking doesn't cause Riptide Crab to tap.

When Riptide Crab is put into a graveyard from play, draw a card.

Rith, the Awakener

{3}{R}{G}{W}

Creature -- Dragon Legend

6/6

Flying

Whenever Rith, the Awakener deals combat damage to a player, you may pay {2}{G}. If you do, choose a color. Put a 1/1 green Saproling creature token into play for each permanent of that color.

Rith's Attendant

{5}

Artifact Creature -- Golem

3/3

{1}, Sacrifice Rith's Attendant: Add {R}{G}{W} to your mana pool.

Rogue Kavu

{1}{R}

Creature -- Kavu

1/1

Whenever Rogue Kavu attacks alone, it gets +2/+0 until end of turn.

Rooting Kavu

{2}{G}{G}

Creature -- Kavu

4/3

When Rooting Kavu is put into a graveyard from play, you may remove Rooting Kavu from the game. If you do, shuffle all creature cards from your graveyard into your library.

Rout

{3}{W}{W}

Sorcery

You may play Rout any time you could play an instant if you pay {2} more to play it.

Destroy all creatures. They can't be regenerated.

Ruby Leech

{1}{R}

Creature -- Leech

2/2

First strike

Red spells you play cost {R} more to play.

Ruham Djinn

{5}{W}

Creature -- Djinn

5/5

First strike

Ruham Djinn gets -2/-2 as long as white is the most common color among all permanents or is tied for most common.

Sabertooth Nishoba

{4}{G}{W}

Creature -- Beast

5/5

Trample, protection from blue, protection from red

Salt Marsh

Land

Salt Marsh comes into play tapped.
{T}: Add {U} or {B} to your mana pool.

Samite Archer
{1}{W}{U}
Creature -- Cleric
1/1
{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.
{T}: Samite Archer deals 1 damage to target creature or player.

Samite Ministration
{1}{W}
Instant
Prevent all damage that would be dealt by a source of your choice to you this turn. Whenever damage from a black or red source is prevented this way, you gain life equal to that damage.

Sapphire Leech
{1}{U}
Creature -- Leech
2/2
Flying
Blue spells you play cost {U} more to play.

Saproling Infestation
{1}{G}
Enchantment
Whenever a player pays a kicker cost, you put a 1/1 green Saproling creature token into play.

Saproling Symbiosis
{3}{G}
Sorcery
You may play Saproling Symbiosis any time you could play an instant if you pay {2} more to play it.
Put a 1/1 green Saproling creature token into play for each creature you control.

Savage Offensive
{1}{R}
Sorcery
Kicker {G} #(You may pay an additional #{G}# as you play this spell.)#
Creatures you control gain first strike until end of turn. If you paid the kicker cost, they get +1/+1 until end of turn.

Scarred Puma
{R}
Creature -- Cat
2/1
Scarred Puma can't attack unless a black or green creature also attacks.

Scavenged Weaponry
{2}{B}
Enchant Creature
When Scavenged Weaponry comes into play, draw a card.
Enchanted creature gets +1/+1.

Scorching Lava
{1}{R}
Instant
Kicker {R} #(You may pay an additional #{R}# as you play this spell.)#
Scorching Lava deals 2 damage to target creature or player. If you paid the kicker cost, that creature can't be regenerated this turn and if it would be put into a graveyard this turn, remove it from the game instead.

Scouting Trek
{1}{G}
Sorcery
Search your library for any number of basic land cards. Reveal those cards, then shuffle your library and put them on top of it.

Searing Rays
{2}{R}
Sorcery
Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

Seashell Cameo
{3}
Artifact
{T}: Add {W} or {U} to your mana pool.

Seer's Vision
{2}{U}{B}
Enchantment
All opponents play with their hands revealed.
Sacrifice Seer's Vision: Look at target player's hand and choose a card from it. That player discards that card. Play this ability only any time you could play a sorcery.

Serpentine Kavu
{4}{G}
Creature -- Kavu
4/4
{R}: Serpentine Kavu gains haste until end of turn. #(It may attack and #{T}# the turn it comes under your control.)#

Shackles
{2}{W}
Enchant Creature
Enchanted creature doesn't untap during its controller's untap step.
{W}: Return Shackles to its owner's hand.

Shimmering Wings
{U}
Enchant Creature
Enchanted creature has flying.
{U}: Return Shimmering Wings to its owner's hand.

Shivan Emissary
{2}{R}
Creature -- Wizard
1/1
Kicker {1}{B} #(You may pay an additional #{1}{B}# as you play this spell.)#
When Shivan Emissary comes into play, if you paid the kicker cost, destroy target nonblack creature. It can't be regenerated.

Shivan Harvest
{1}{R}
Enchantment
{1}{R}, Sacrifice a creature: Destroy target nonbasic land.

Shivan Oasis
Land
Shivan Oasis comes into play tapped.
{T}: Add {R} or {G} to your mana pool.

Shivan Zombie
{B}{R}
Creature -- Barbarian Zombie
2/2
Protection from white

Shoreline Raider
{2}{U}
Creature -- Merfolk
2/2
Protection from Kavu

Simoon
{R}{G}
Instant
Simoon deals 1 damage to each creature target opponent controls.

Skittish Kavu
{1}{R}
Creature -- Kavu
1/1
Skittish Kavu gets +1/+1 as long as no opponent controls a white or blue creature.

Skizzik
{3}{R}
Creature -- Elemental
5/3
Kicker {R} #(You may pay an additional #{R}# as you play this

spell.)#
Trample; haste #(This creature may attack and #{T}# the turn it comes under your control.)#
At end of turn, sacrifice Skizzik unless the kicker cost was paid.

Sky Weaver
{1}{U}
Creature -- Wizard
2/1
{2}: Target white or black creature gains flying until end of turn.

Sleeper's Robe
{U}{B}
Enchant Creature
Enchanted creature has fear. #(It can't be blocked except by artifact creatures and/or black creatures.)#
Whenever enchanted creature deals combat damage to an opponent, you may draw a card.

Slimy Kavu
{2}{R}
Creature -- Kavu
2/2
{T}: Target land becomes a swamp until end of turn.

Slinking Serpent
{2}{U}{B}
Creature -- Serpent
2/3
Forestwalk #(This creature is unblockable as long as defending player controls a forest.)#

Smoldering Tar
{2}{B}{R}
Enchantment
At the beginning of your upkeep, target player loses 1 life.
Sacrifice Smoldering Tar: Smoldering Tar deals 4 damage to target creature. Play this ability only any time you could play a sorcery.

Soul Burn
{X}{2}{B}
Sorcery
Spend only black and/or red mana on X.
Soul Burn deals X damage to target creature or player. You gain life equal to the damage dealt, but not more than the amount of {B} spent on X, the player's life total before Soul Burn dealt damage, or the creature's toughness.

Sparring Golem
{3}
Artifact Creature -- Golem
2/2
Whenever Sparring Golem becomes blocked, it gets +1/+1 until end of turn for each creature blocking it.

Spinal Embrace

{3}{U}{U}{B}

Instant

Play Spinal Embrace only during combat.

Untap target creature you don't control and gain control of it. It gains haste until end of turn. At end of turn, sacrifice it. If you do, you gain life equal to its toughness. #(The creature may attack and #{T}# the turn it comes under your control.)#

Spirit of Resistance

{2}{W}

Enchantment

If you control a permanent of each color, prevent all damage that would be dealt to you.

Spirit Weaver

{1}{W}

Creature -- Wizard

2/1

{2}: Target green or blue creature gets +0/+1 until end of turn.

Spite // Malice

{3}{U} // {3}{B}

Instant // Instant

Counter target noncreature spell. // Destroy target nonblack creature. It can't be regenerated.

Spreading Plague

{4}{B}

Enchantment

Whenever a creature comes into play, destroy all other creatures that share a color with it. They can't be regenerated.

Stalking Assassin

{1}{U}{B}

Creature -- Assassin

1/1

{3}{U}, {T}: Tap target creature.

{3}{B}, {T}: Destroy target tapped creature.

Stand // Deliver

{W} // {2}{U}

Instant // Instant

Prevent the next 2 damage that would be dealt to target creature this turn. // Return target permanent to its owner's hand.

Stand or Fall

{3}{R}

Enchantment

At the beginning of your combat phase, separate all creatures defending player controls into two piles. Only creatures in the pile of that player's choice may block this turn.

Sterling Grove

{G}{W}

Enchantment

All other enchantments you control can't be the targets of spells or abilities.

{1}, Sacrifice Sterling Grove: Search your library for an enchantment card and reveal that card. Shuffle your library, then put the card on top of it.

Stormscape Apprentice

{U}

Creature -- Wizard

1/1

{W}, {T}: Tap target creature.

{B}, {T}: Target player loses 1 life.

Stormscape Master

{2}{U}{U}

Creature -- Wizard

2/2

{W}{W}, {T}: Target creature gains protection from the color of your choice until end of turn.

{B}{B}, {T}: Target player loses 2 life and you gain 2 life.

Strength of Unity

{3}{W}

Enchant Creature

Enchanted creature gets +1/+1 for each basic land type among lands you control.

Stun

{1}{R}

Instant

Target creature can't block this turn.

Draw a card.

Sulam Djinn

{5}{G}

Creature -- Djinn

6/6

Trample

Sulam Djinn gets -2/-2 as long as green is the most common color among all permanents or is tied for most common.

Sulfur Vent

Land

Sulfur Vent comes into play tapped.

{T}: Add {B} to your mana pool.

{T}, Sacrifice Sulfur Vent: Add {U}{R} to your mana pool.

Sunscape Apprentice

{W}

Creature -- Wizard

1/1

{G}, {T}: Target creature gets +1/+1 until end of turn.
{U}, {T}: Put target creature you control on top of its owner's library.

Sunscape Master
{2}{W}{W}
Creature -- Wizard
2/2
{G}{G}, {T}: Creatures you control get +2/+2 until end of turn.
{U}{U}, {T}: Return target creature to its owner's hand.

Swamp
Land
[B]

Sway of Illusion
{1}{U}
Instant
Any number of target creatures become the color of your choice until end of turn.
Draw a card.

Tainted Well
{2}{B}
Enchant Land
When Tainted Well comes into play, draw a card.
Enchanted land is a swamp.

Tangle
{1}{G}
Instant
Prevent all combat damage that would be dealt this turn.
Each attacking creature doesn't untap during its controller's next untap step.

Tectonic Instability
{2}{R}
Enchantment
Whenever a land comes into play, tap all lands its controller controls.

Teferi's Care
{2}{W}
Enchantment
{W}, Sacrifice an enchantment: Destroy target enchantment.
{3}{U}{U}: Counter target enchantment spell.

Teferi's Moat
{3}{W}{U}
Enchantment
As Teferi's Moat comes into play, choose a color.
Creatures of the chosen color without flying can't attack you.

Teferi's Response

{1}{U}

Instant

Counter target spell or ability an opponent controls that targets a land you control. If a permanent's ability is countered this way, destroy that permanent.

Draw two cards.

Tek

{5}

Artifact Creature -- Dragon

2/2

Tek gets +0/+2 as long as you control a plains, has flying as long as you control an island, gets +2/+0 as long as you control a swamp, has first strike as long as you control a mountain, and has trample as long as you control a forest.

Temporal Distortion

{3}{U}{U}

Enchantment

Whenever a creature or land becomes tapped, put an hourglass counter on it.

Permanents with an hourglass counter on them don't untap during their controllers' untap steps.

At the beginning of each player's upkeep, remove all hourglass counters from permanents that player controls.

Thicket Elemental

{3}{G}{G}

Creature -- Elemental

4/4

Kicker {1}{G} #(You may pay an additional #{1}{G}# as you play this spell.)#

When Thicket Elemental comes into play, if you paid the kicker cost, you may reveal cards from the top of your library until you reveal a creature card. If you do, put that card into play and shuffle all other cards revealed this way into your library.

Thornscape Apprentice

{G}

Creature -- Wizard

1/1

{W}, {T}: Tap target creature.

{R}, {T}: Target creature gains first strike until end of turn.

Thornscape Master

{2}{G}{G}

Creature -- Wizard

2/2

{R}{R}, {T}: Thornscape Master deals 2 damage to target creature.

{W}{W}, {T}: Target creature gains protection from the color of your choice until end of turn.

Thunderscape Apprentice

{R}

Creature -- Wizard
1/1
{B}, {T}: Target player loses 1 life.
{G}, {T}: Target creature gets +1/+1 until end of turn.

Thunderscape Master
{2}{R}{R}
Creature -- Wizard
2/2
{B}{B}, {T}: Target player loses 2 life and you gain 2 life.
{G}{G}, {T}: Creatures you control get +2/+2 until end of turn.

Tidal Visionary
{U}
Creature -- Wizard
1/1
{T}: Target creature becomes the color of your choice until end of turn.

Tigereye Cameo
{3}
Artifact
{T}: Add {G} or {W} to your mana pool.

Tinder Farm
Land
Tinder Farm comes into play tapped.
{T}: Add {G} to your mana pool.
{T}, Sacrifice Tinder Farm: Add {R}{W} to your mana pool.

Tolarian Emissary
{2}{U}
Creature -- Wizard
1/2
Kicker {1}{W} #(You may pay an additional #{1}{W}# as you play this spell.)#
Flying
When Tolarian Emissary comes into play, if you paid the kicker cost, destroy target enchantment.

Tower Drake
{2}{U}
Creature -- Drake
2/1
Flying
{W}: Tower Drake gets +0/+1 until end of turn.

Tranquility
{2}{G}
Sorcery
Destroy all enchantments.

Traveler's Cloak
{2}{U}

Enchant Creature

As Traveler's Cloak comes into play, choose a land type.

Enchanted creature has landwalk of the chosen type. #(It's unblockable as long as defending player controls a land of that type.)#

When Traveler's Cloak comes into play, draw a card.

Treefolk Healer

{4}{G}

Creature -- Treefolk

2/3

{2}{W}, {T}: Prevent the next 2 damage that would be dealt to target creature or player this turn.

Trench Wurm

{3}{B}

Creature -- Wurm

3/3

{2}{R}, {T}: Destroy target nonbasic land.

Treva, the Renewer

{3}{G}{W}{U}

Creature -- Dragon Legend

6/6

Flying

Whenever Treva, the Renewer deals combat damage to a player, you may pay {2}{W}. If you do, choose a color. You gain 1 life for each permanent of that color.

Treva's Attendant

{5}

Artifact Creature -- Golem

3/3

{1}, Sacrifice Treva's Attendant: Add {G}{W}{U} to your mana pool.

Tribal Flames

{1}{R}

Sorcery

Tribal Flames deals X damage to target creature or player, where X is the number of basic land types among lands you control.

Troll-Horn Cameo

{3}

Artifact

{T}: Add {R} or {G} to your mana pool.

Tsabo Tavoc

{5}{B}{R}

Creature -- Legend

7/4

First strike, protection from Legends

{B}{B}, {T}: Destroy target Legend. It can't be regenerated.

Tsabo's Assassin

{2}{B}{B}
Creature -- Assassin
1/1
{T}: Destroy target creature if it shares a color with the most common color among all permanents or the color tied for most common. A creature destroyed this way can't be regenerated.

Tsabo's Decree
{5}{B}
Instant
Choose a creature type. Target player reveals his or her hand and discards all creature cards of that type from it. Then destroy all creatures of that type that player controls. They can't be regenerated.

Tsabo's Web
{2}
Artifact
When Tsabo's Web comes into play, draw a card.
Lands with an activated ability that doesn't produce mana don't untap during their controllers' untap steps.

Turf Wound
{2}{R}
Instant
Target player can't play land cards this turn.
Draw a card.

Twilight's Call
{4}{B}{B}
Sorcery
You may play Twilight's Call any time you could play an instant if you pay {2} more to play it.
Each player returns all creature cards from his or her graveyard to play.

Undermine
{U}{U}{B}
Instant
Counter target spell. Its controller loses 3 life.

Urborg Drake
{1}{U}{B}
Creature -- Drake
2/3
Flying
Urborg Drake attacks each turn if able.

Urborg Emissary
{2}{B}
Creature -- Wizard
3/1
Kicker {1}{U} #(You may pay an additional #{1}{U}# as you play this spell.)#

When Urborg Emissary comes into play, if you paid the kicker cost, return target permanent to its owner's hand.

Urborg Phantom

{2}{B}

Creature -- Minion

3/1

Urborg Phantom can't block.

{U}: Prevent all combat damage that would be dealt to and dealt by Urborg Phantom this turn.

Urborg Shambler

{2}{B}{B}

Creature -- Horror

4/3

All other black creatures get -1/-1.

Urborg Skeleton

{B}

Creature -- Skeleton

0/1

Kicker {3} #(You may pay an additional #{3}# as you play this spell.)#

{B}: Regenerate Urborg Skeleton.

If you paid the kicker cost, Urborg Skeleton comes into play with a +1/+1 counter on it.

Urborg Volcano

Land

Urborg Volcano comes into play tapped.

{T}: Add {B} or {R} to your mana pool.

Urza's Filter

{4}

Artifact

Multicolored spells cost up to {2} less to play.

Urza's Rage

{2}{R}

Instant

Kicker {8}{R} #(You may pay an additional #{8}{R}# as you play this spell.)#

Urza's Rage can't be countered by spells or abilities.

Urza's Rage deals 3 damage to target creature or player. If you paid the kicker cost, instead Urza's Rage deals 10 damage to that creature or player and the damage can't be prevented.

Utopia Tree

{1}{G}

Creature -- Plant

0/2

{T}: Add one mana of any color to your mana pool.

Verdeloth the Ancient

{4}{G}{G}

Creature -- Treefolk Legend

4/7

Kicker {X} #(You may pay an additional #{X}# as you play this spell.)#

All other Treefolk and all Saprolings get +1/+1.

When Verdeloth the Ancient comes into play, if you paid the kicker cost, put X 1/1 green Saproling creature tokens into play.

Verdurian Emissary

{2}{G}

Creature -- Wizard

2/3

Kicker {1}{R} #(You may pay an additional #{1}{R}# as you play this spell.)#

When Verduran Emissary comes into play, if you paid the kicker cost, destroy target artifact. It can't be regenerated.

Viashino Grappler

{2}{R}

Creature -- Viashino

3/1

{G}: Viashino Grappler gains trample until end of turn.

Vicious Kavu

{1}{B}{R}

Creature -- Kavu

2/2

Whenever Vicious Kavu attacks, it gets +2/+0 until end of turn.

Vigorous Charge

{G}

Instant

Kicker {W} #(You may pay an additional #{W}# as you play this spell.)#

Target creature gains trample until end of turn. Whenever that creature deals combat damage this turn, if you paid the kicker cost, you gain life equal to that damage.

Vile Consumption

{1}{U}{B}

Enchantment

All creatures have "At the beginning of your upkeep, sacrifice this creature unless you pay 1 life."

Vodalian Hypnotist

{1}{U}

Creature -- Wizard

1/1

{2}{B}, {T}: Target player discards a card from his or her hand.

Play this ability only any time you could play a sorcery.

Vodalian Merchant

{1}{U}

Creature -- Merfolk

1/2

When Vodalian Merchant comes into play, draw a card, then discard a card from your hand.

Vodalian Serpent

{3}{U}

Creature -- Serpent

2/2

Kicker {2} #(You may pay an additional #{2}# as you play this spell.)#

Vodalian Serpent can't attack unless defending player controls an island.

If you paid the kicker cost, Vodalian Serpent comes into play with four +1/+1 counters on it.

Vodalian Zombie

{U}{B}

Creature -- Merfolk Zombie

2/2

Protection from green

Void

{3}{B}{R}

Sorcery

Choose a number. Destroy all artifacts and creatures with converted mana cost equal to that number. Then target player reveals his or her hand and discards from it all nonland cards with converted mana cost equal to the number.

Voracious Cobra

{2}{R}{G}

Creature -- Snake

2/2

First strike

Whenever Voracious Cobra deals combat damage to a creature, destroy that creature.

Wallop

{1}{G}

Sorcery

Destroy target blue or black creature with flying.

Wandering Stream

{2}{G}

Sorcery

You gain 2 life for each basic land type among lands you control.

Wash Out

{3}{U}

Sorcery

Return all permanents of the color of your choice to their owners' hands.

Wax // Wane
{G} // {W}
Instant // Instant
Target creature gets +2/+2 until end of turn. // Destroy target enchantment.

Wayfaring Giant
{5}{W}
Creature -- Giant
1/3
Wayfaring Giant gets +1/+1 for each basic land type among lands you control.

Well-Laid Plans
{2}{U}
Enchantment
Prevent all damage that would be dealt to a creature by another creature if they share a color.

Whip Silk
{G}
Enchant Creature
Enchanted creature may block as though it had flying.
{G}: Return Whip Silk to its owner's hand.

Wings of Hope
{W}{U}
Enchant Creature
Enchanted creature gets +1/+3 and has flying.

Winnow
{1}{W}
Instant
Destroy target nonland permanent if another permanent with the same name is in play.
Draw a card.

Worldly Counsel
{1}{U}
Instant
Look at the top X cards of your library, where X is the number of basic land types among lands you control. Put one of those cards into your hand and the rest on the bottom of your library.

Yavimaya Barbarian
{R}{G}
Creature -- Barbarian Elf
2/2
Protection from blue

Yavimaya Kavu
{2}{R}{G}
Creature -- Kavu
/

Yavimaya Kavu's power is equal to the number of red creatures in play.

Yavimaya Kavu's toughness is equal to the number of green creatures in play.

Yawgmoth's Agenda

{3}{B}{B}

Enchantment

Play no more than one spell each turn.

You may play cards in your graveyard as though they were in your hand.

If a card would be put into your graveyard from anywhere, remove it from the game instead.

Zanam Djinn

{5}{U}

Creature -- Djinn

5/6

Flying

Zanam Djinn gets -2/-2 as long as blue is the most common color among all permanents or is tied for most common.

Zap

{2}{R}

Instant

Zap deals 1 damage to target creature or player.

Draw a card.